


| DEFENSIVE AND COMPETITIVE BIDDING |
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| OVERCALLS (Style; Responses; ½ Level; Reopening) |
| Sound style, but can be weak at favorable position. |
| Possible 4-card overcalls at 1st level with good suit. |
| Some transfers in competition. |
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| 1NT OVERCALL (2nd/4th Live; Responses; Reopening) |
| 15-17 HCP, System on as over 1NT opening |
| 11-15 HCP in reopening, system on. |
| 4th Live 15-17 HCP, system on. |
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| JUMP OVERCALLS (Style; Responses; Unusual NT) |
| Weak jump overcalls, |
| Unusual 2NT lower 2 suits |
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| DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen) |
| (1M)-2M = oM+m; (1m)- 2m MM, any strength |
| (1M)-2M; 2NT ask strength and m, 3 ♣ p/c, 3 ♦ inv oM, 3M GF any |
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| |
| VS. NT (vs. Strong/Weak; Reopening; PH) |
| dbl penalty, other Multi Landy |
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| |
| VS. PREEMPTS (Doubles; Cue-bids; Jumps; NT bids) |
| Take out doubles through 4♠ |
| |
| transfer Lebensohl after (2M) - x, 1x- (2M) and similar |
| 2NT = 15-18 HCP |
| 3NT = to play, tricks or strong bal. |
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| VS. ARTIFICIAL STRONG OPENINGS |
| 1♣ - dbl majors |
| 1♣ - (1NT) = both minors |
| Other = natural |
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| OVER OPPONENTS' TAKEOUT DOUBLE |
| RDBL = 10+, penalty oriented, in general no fit for partner's suit |

| LEADS AND SIGNALS | | | | |
|---|---|-------------------------|--------------------------------|-----------------|
| OPENING LEADS STYLE | | | | |
| | | Lead | In Partner's suit | |
| Suit | | 1/3/5 th | low from xxx if not supported | |
| NT | | 2/4 th | low from xxx if not supported | |
| Subseq | | Attitude | count | |
| | | | | |
| | | | | |
| LEADS | | | | |
| Lead | | Vs. Suit | Vs. NT | |
| Ace | | AKx asks for attitude | AKx asks for attitude | |
| King | | KQx, AK, asks for count | KQ109, AKJ10, unblock or count | |
| Queen | | QJx, | QJ10(x), AQJ(x) | |
| Jack | | J10x, KJ10 | J10x, KJ10, AJ10 | |
| 10 | | 1098, 10x, K109 | 1098, A109, K109, Q109 | |
| 9 | | 9x | 987, A109, K109, Q109 | |
| Hi-x | | Xx, xxXx | Xx, xxxXx | |
| Lo-x | | xxX | xXx | |
| SIGNALS IN ORDER OF PRIORITY | | | | |
| | | Partner's Lead | Declarer's Lead | |
| | | Discarding | | |
| Suit | 1 | low=enc | low=even | odd=enc/even=SP |
| | 2 | low=even | | low=even |
| | 3 | suit preference | | |
| NT | 1 | low=enc | smith (low=enc) | odd=enc/even=SP |
| | 2 | low=even | | low=even |
| | 3 | suit preference | | |
| Standard suit preference | | | | |
| Smith: low enc from both sides | | | | |
| suit preference in trumps: hi higher suit | | | | |
| DOUBLES | | | | |
| TAKEOUT DOUBLES (Style; Responses; Reopening) | | | | |
| Equal level conversion after takeout dbl | | | | |
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| Responses: suit without a jump = 0-8 HCP, with a jump 9-10(11) HCP, | | | | |
| 1NT = constructive, 7-10 HCP, cue = GF ; Reopen: -2 HCP | | | | |
| SPECIAL, ARTIFICIAL AND COMPETITIVE (RE-)DOUBLES | | | | |
| Negative double | | | | |
| Support double and redouble | | | | |
| Invitational double only if no space for game try | | | | |
| Maximum double | | | | |
| Lightner double | | | | |
| Snapdragon | | | | |

| WBF Convention Card | |
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| ♠ ♥ ♦ ♣ |  |
| CATEGORY: Green | |
| COUNTRY: Slovenia | |
| PLAYERS: Any other pair | |
| SYSTEM SUMMARY | |
| GENERAL APPROACH AND STYLE | |
| 2/1 Game Force | |
| 5 card majors | |
| 1NT = 15-17 HCP semi-balanced | |
| 2♦♥♠ weak 4-10 | |
| | |
| 3NT opening is gambling | |
| 1/3/5 vs suit, 2/4 vs notrump | |
| rev attitude, reverse count, reverse Smith in notrump. | |
| First discard = even/odd | |
| CONVENTIONS:XYZ, Walsh, Wolff sign off | |
| inverted minors; in competition good/bad 2nt | |
| after 1M, 2NT fit inv+, 3NT non-serious | |
| 1NT: Smolen, NF Stayman, 2s range ask or minor | |
| | |
| SPECIAL BIDS THAT MAY REQUIRE DEFENCE | |
| 1M – (DBL) – transfers, bid bellow M = constructive raise | |
| 2M = weak, 2NT=Jordan (supp. Inv. +), | |
| transfers after intervention: (1x) - 1y- (z) transfers from 2x to 2y | |
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| SPECIAL FORCING PASS SEQUENCES | |
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| IMPORTANT NOTES THAT DON'T FIT ELSEWHERE | |
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| OPENING | T A I r C t K i f | Min no. of cards | Neg. DBL thru | DESCRIPTION | RESPONSES | SUBSEQUENT ACTION | PASSED HAND BIDDING |
|---------|-------------------------------|---------------------------|---------------------|---------------------------------------|--|---|------------------------|
| 1♣ | | 2 | | 11-20 HCP | 1NT = 6-10 HCP, 2♣ = inverted minor, 10+ HCP, 2♥♠ = 3-7 HCP with ♥♠ | XYZ; walsh | XYZ off, NMF |
| | | | | | 2NT = 10-11(12) HCP, balanced, inv, 2♦ = 6-9 HCP 5+♣, 3♣ = 0-6 HCP, 5+♣ | 1♣-2♣; 2♦ less than 5♣, 2NT min bal, 3♣ min non bal | |
| 1♦ | | 4 | | 11-20 HCP | 1NT = 6-10 HCP, 2♣ = GF, 2♦ = inverted minor, 10+ HCP, 2♥, 2♠, = 3-7 HCP, | | |
| | | | | | 2NT = 10-11(12) HCP, balanced, inv., 3♣ = 6-9 HCP 4+♦, 3♦ = 0-6 HCP, 4+♦ | | |
| 1♥ | | 5 | | 11-20 HCP | 1NT = non-F, 2♣ = inv+ with 3M or nat GF or balanced GF, 2♦ = GF natural, 2♠ = mixed raise, 3♣, 3♦ = inv nat, 2NT = inv+ with 4+ trumps | After 1M-2NT: 3♣ min, 3♦ 15+ no shortness, 3H/3S/3NT = singleton LMH, 4C/4D/4H = void LMH | Drury |
| 1♠ | | 5 | | 11-20 HCP | 1NT = non-F, 2♣ = inv+ with 3M or nat GF or balanced GF, 2♦, ♥ = GF natural, 3♥ = mixed raise, 3♣, 3♦ = inv nat, 2NT = inv+ with 4+ trumps | 1M-2x-2M can be 5, reverse promises extras game tries: +1 = short suit game try, other = long suit game try | |
| 1NT | | 1 | | 15 -17 HCP | 2♣ = Stayman, 2♦, 2♥, transfer 2♠ = range ask or one minor (weak or GF), 2NT = invitation with at least one minor | | |
| | | | | (semi)balanced | 3♣ = 55m, weak, 3♦ = 44+m, GF, 3♥ = 55M, inv, 3♠ = 55M, gf+, 4♣ = transfer to ♥'s, 4♦ = transfer to ♠, 4NT = quant. | After 1NT -2♦ or 2♥: 2NT = 4c supp+max., 3M = 4c supp + min. | |
| 2♣ | | 0 | | 22 HCP+ or less with playing strength | 2♦ = waiting, 2♥, ♠, 3♣ = natural, 5+ cards, at least 2 top H | 2♣-2♦-2♥-forces 2♠; 2nt 22-23, other ♥ | |
| 2♦ | | 6 | | 6+♦ 6-10HCP | 2♠, ♥ = F1, 3♣ = nat. GF, 3♦ to play 2nt = ask; 4♣ = RKCB | After 2NT feature if not min | |
| 2♥ | | 6 | | 6+♥ 6-10 HCP | 2♠ = F1, 3♣, ♦ = nat. GF, 3♥ to play 2nt = ask; 4♣ = RKCB | After 2NT feature if not min | |
| 2♠ | | 6 | | 6+♠ 6-10 HCP | 3♣, ♦, ♥ = nat. GF, 3♠ to play 2nt = ask; 4♣ = RKCB | After 2NT feature if not min | |
| 2NT | | | | 20-21 HCP, balanced | 3♣ = Stayman, 3♦, 3♥ = transfer, 3♠ = minor Stayman 4NT = quantitative raise, 4♣/4♦/♥/♠ = transfer ♥/♠/♣/4♦ | After 2nt = 20-22 3C = stayman 3H/S 3S (over 3H) & 4H (over 3S) = GF with fit After 2NT -3♦ or 3♥: 3nt super accept | |
| 3♣ | | 6 | | preemptive | new suit is F for 1 round | | |
| 3♦ | | 6 | | preemptive | 3NT = to play | | |
| 3♥ | | 7 | | preemptive | New suit Level 4: slam interest in partner's suit | | |
| 3♠ | | 7 | | preemptive | Partner suit on level 4 or 5 = to play | | |
| 3NT | x | 7 | | gambling | 4♣, 4♦, 5♣ = pass or correct, 4♥, 4♠, 5♦ = to play, 4NT = RKCB | | |
| 4♣ | | 7 | | preemptive | | | |
| 4♦ | | 7 | | preemptive | | | |
| 4♥ | | 6 | | to play | | HIGH LEVEL BIDDING | |
| 4♠ | | 6 | | to play | | RKCB 1430, Exclusion 0314; 5nt specific kings ask, guarantees 5KC | |
| 4NT | x | 5 | | both min. preemptive | | over intervention dbl = pen or zero; pass = 1, next step = 2, 2+Q, 3, 4 | |
| 5♣ | | 7 | | | | cue bids, 5N usually pick a slam | |
| 5♦ | | 7 | | | | 5NT pick a slam | |